

## APPENDIX A



## Web

### Definitions of frame rate on the Web:

- Frequency with which video frames are displayed on a monitor, typically described in frames-per-second (fps). Higher frame rates improve the appearance of video motion. Broadcast TV (full-motion video) is 30 frames-per-second.  
[www.tamu.edu/ode/glossary.html](http://www.tamu.edu/ode/glossary.html)
- Refers to the number of individual still pictures that pass by every second to create a moving image. Films run at 24fps, while video, including DVD, runs at 30fps. To compensate for the difference, 2:3 pull-down detection is used.  
[www.flat-screen-tv.info/digital-television-glossary-1.htm](http://www.flat-screen-tv.info/digital-television-glossary-1.htm)
- The rate at which a frame of video is refreshed or re-drawn. For instance, with NTSC, the frame rate is 30 frames (60 fields) per second. For computer video, the frame rate can range from 60-100 frames per second. Typically, the higher the frame rate, the more stable and flicker-free the image is.  
[www.altinex.com/Support/glossary\\_center.htm](http://www.altinex.com/Support/glossary_center.htm)
- When speaking of video or film recording, the number of frames per second that are recorded (and then played back).  
[www.dvspot.com/features/glossary.shtml](http://www.dvspot.com/features/glossary.shtml)
- The number of complete screens or frames drawn per second (FPS). Higher frame rates provide smoother motion.  
[www.3dfxzone.it/dir/3dfx/glossary/](http://www.3dfxzone.it/dir/3dfx/glossary/)
- The frequency of discrete images. Usually measured in frames per second (fps). Film has a rate of 24 frames per second, but usually must be adjusted to match the display rate of a video system.  
[www.dydmadeeasy.com/glossary/f.html](http://www.dydmadeeasy.com/glossary/f.html)
- the number of frames of video displayed during a given time. The higher the frame rate, the more high-quality the image will be.  
[www.lab.net/resources/glossary\\_f.asp](http://www.lab.net/resources/glossary_f.asp)
- The number of pictures that can be taken in a given period of time.  
[www.shortcourses.com/choosing/glossary/19.htm](http://www.shortcourses.com/choosing/glossary/19.htm)
- The rate at which the frame animation in a view is played. Compare view rate.  
[www.vrttoolbox.com/gtvrGLOSSARYeg.html](http://www.vrttoolbox.com/gtvrGLOSSARYeg.html)
- the frequency at which complete images are generated. For non-interlaced signals, the frame rate is identical to the vertical frequency. For interlaced signals, the frame rate (also known as field rate) is one half of vertical frequency. Fresnel lens A thin, flat lens made by cutting concentric circular grooves into its surface. The grooves act like prisms to bend and focus light. The Fresnel lens is often used for the condenser lens in overhead projectors and in studio spotlights.  
[www.christiedigital.com/projection101/glossary/index.asp](http://www.christiedigital.com/projection101/glossary/index.asp)

- how fast the source repaints the screen with a new frame. NTSC repaints the screen every 1/30th of a second for a frame rate for 30 frames per second. PAL is 25 frames per second.  
[www.ti.com/sc/docs/glossary/comm.htm](http://www.ti.com/sc/docs/glossary/comm.htm)
- Speed of animation, usually expressed in frames per second.  
[www.makergames.com/sidescroller/glossary.html](http://www.makergames.com/sidescroller/glossary.html)
- The rate at which video frames are displayed on a monitor per second. Broadcast television runs at 30 frames per second.  
[alt.uno.edu/glossary.html](http://alt.uno.edu/glossary.html)
- The frame rate of a video source is determined by the speed at which it completes the rendering of a new image. This is limited by both the speed at which image data can be created and the rate at which video images can be presented on a display. For example the NTSC system redraws at 30Hz, PAL is 25Hz and computer displays are now usually 72-75Hz.  
[homepages.inf.ed.ac.uk/rbf/GRDICT/grdict.htm](http://homepages.inf.ed.ac.uk/rbf/GRDICT/grdict.htm)
- The speed at which frames are scanned. For a videodisc player, the speed at which frames are scanned is 30 frames per second for NTSC video. For most videotape devices, the speed is 24 frames per second. See NTSC.  
[www.absoft.com/Products/Compilers/C\\_C++/XLC/docs/glossary/czgf.htm](http://www.absoft.com/Products/Compilers/C_C++/XLC/docs/glossary/czgf.htm)
- The basic sampling frequency defined for a multi-frequency record; the reciprocal of the frame interval. The frame rate is usually the lowest sampling frequency used for any signal included in the record.  
[www.physionet.org/physiotools/wpg/wpg\\_152.htm](http://www.physionet.org/physiotools/wpg/wpg_152.htm)
- The number of frames displayed per second in video. High frame rates generally produce better quality video because there are more frames, which make movement in the video appear smoother. More bandwidth is needed for a higher frame rate.  
[www.opengl.org/support/Glossary/](http://www.opengl.org/support/Glossary/)
- Used to describe the number of times per second that a complete picture is updated in an imaging system. In a progressive system the frame rate equals the capture rate. In an interlaced system, the frame rate is one half of the capture rate. Also see Capture Rate, Interlace Imaging, Progressive Imaging.  
[www.hdtv-source.com/hdtv-terms.php](http://www.hdtv-source.com/hdtv-terms.php)
- The number of "picture" frames shown within a given period represented by FPS (frames per second). Standard UK video (PAL) is 25 FPS. US and others use the NTSC standard which is 29.97 FPS. Return  
[www.le.ac.uk/cc/glossary/ccgff.html](http://www.le.ac.uk/cc/glossary/ccgff.html)
- The rate at which frames are displayed in a film or video. Frame rate is measured in Frames per Second (FPS).  
[www.acdsystems.com/English/Community/Resources/Glossary/index](http://www.acdsystems.com/English/Community/Resources/Glossary/index)
- The number of individual pictures per second (FPS) making up the video, the more pictures per second the smoother the motion appears, but also the larger the file will be. Television plays at 29.97 FPS, while most film is only 24 FPS. Web video is usually 15 FPS or less, though this increasing as bandwidth increases.  
[streaming.wisconsin.edu/creation/st\\_technical/terms.html](http://streaming.wisconsin.edu/creation/st_technical/terms.html)
- This document refers to a nominal frame rate in whole numbers. It is acknowledged that the actual frame rate in RP 1.1 and RP 1.2 varies between 29.75 and 29.95 fps.  
[www.tgbull.k12.oh.us/neoimc/Definitions.htm](http://www.tgbull.k12.oh.us/neoimc/Definitions.htm)

- The video on your TV is generated by a series of still pictures that changes from picture to picture at a very fast rate. This rate is measured by the number of still pictures or "frames" displayed within one second of time. The higher the frame-rate, the smoother the picture displayed.  
[support.gateway.com/s/CsmrEltrncs/digitaltv/shared/2517984faq43.shtml](http://support.gateway.com/s/CsmrEltrncs/digitaltv/shared/2517984faq43.shtml)
- Measured in frames per second (fps), frame rate indicates the speed of frame display impressions on a monitor. Standard broadcast TV frame rates equal 30 fps in North America and 25 fps in Europe. Most Internet video streaming facilities offer a frame rate of 15 fps.  
[www.sidekicks.com/support/glossary\\_a\\_1.asp](http://www.sidekicks.com/support/glossary_a_1.asp)
- A term that describes the smoothness of motion in a game. The image on a television screen is really a series of still images shown in rapid succession. A normal television show is broadcast at 30 fps (frames per second). Some games cannot maintain this rate due to system limitations or poor programming, and the result is choppy animation that's hard to watch. Higher frame rates (like 60 fps) results in more attractive, fluid animation.  
[www.videogamecritic.net/gloss.htm](http://www.videogamecritic.net/gloss.htm)
- Frame rate, or frame frequency, is the measurement of how quickly an imaging device can produce unique consecutive images called frames. The term applies equally well to computer graphics, video cameras, film cameras, and motion capture systems. Frame rate is most often expressed in frames per second (often abbreviated "fps", but not to be confused with FPS or first-person shooter) or, equivalently, Hertz (Hz).  
[en.wikipedia.org/wiki/Frame\\_rate](http://en.wikipedia.org/wiki/Frame_rate)

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